# Project Plan: Team //TODO

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https://github.com/ScriptkidHicks/Traveler
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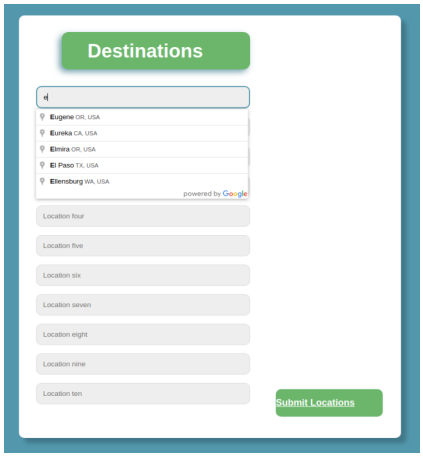
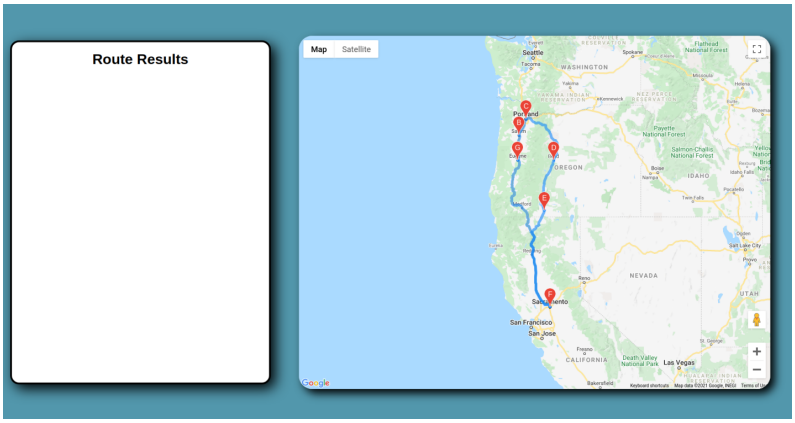
## Traveler Web-application

Now more than ever, delivery companies are becoming more stressed trying to keep up with the influx of online orders that COVID-19 has brought. With more people too scared to go out, online orders and demand for shipping is at all time highs. It is really difficult for small companies to find good technology services to help them optimize their delivery routes. Our website, Traveler, is the easiest and currently most affordable application that companies can use to calculate the best route for their deliveries that takes the least amount of time. Our program is the key to relieving their ever increasing stress.



# Management Plan:

We organized our project by separating it into 4 different components: The server/database side and the client side. Each team member was assigned to handle the components in which they were most comfortable with. Everyone had a unique skill set so it was easy to divide up the parts between members. Our architecture is as follows:

- Server side (what the programer sees)
    - Database
    - Algorithm files
    - Existing user profiles
    - Starting and destination addresses
    - Project file host
    - Front and backend development servers
- Client side (what the user sees)
    - Inropage
    - Log In/Sign-up
    - Address Input (Main Page)
    - Results Page

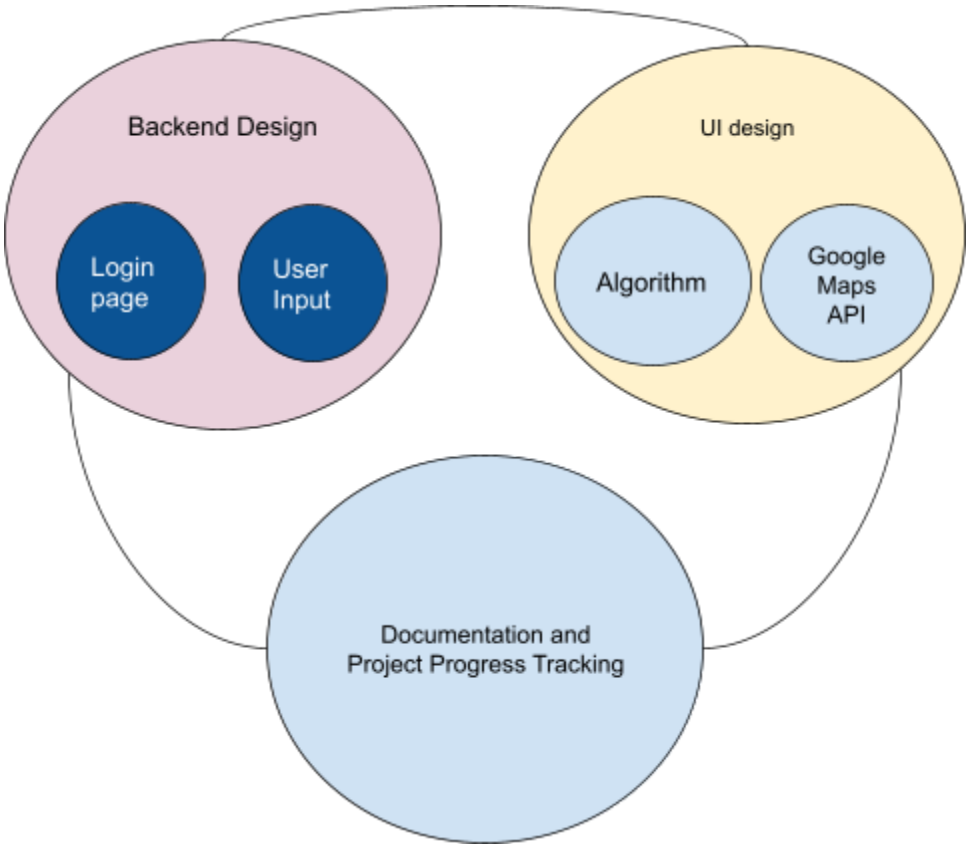
We used Trello to track our progress and keep track of all of the components we needed to complete. This way we could see what we needed to implement, what was done, and what needed review. We hosted all of our files in a github repo in order to be able to work on all of the parts together and always have updated versions of the program files

# Team Organization/Communication:

We were organized in a democratic style with a slight agile manifesto component. With a democratic style, we were able to bounce ideas off of eachother, take on tasks we were most comfortable with, and deal with disagreements in a way where everyone was somewhat satisfied. In a team setting, having a voice and ability to have your problems addressed and solved democratically overall increases team satisfaction.
We communicated over discord and held weekly meetings to briefly talk about progress and clearly define what was left to be done. During the week if there was any confusion over certain parts, we would ask for help over our discord channel and would solve problems that way. We communicated frequently and were actively collaborating and solving problems together.
Roles:

- Backend Design:

    - We assigned the majority of backend development to Jordan, who worked on making sure the front end requests were handled and delivered. Thomas created the algorithm for the program and Jordan integrated it into the backend.
- UI Design:
    - We assigned the UI development to Tammas. He created the webpages and also worked on integrating the google maps API.
- Documentation and Project Organization
    - Aliya was assigned Team lead and in charge of documentation. She needed to know how every component works and fits together in order to develop adequate presentations, documentation, and be able to make sure everyone was on track. She helped on different parts when needed.



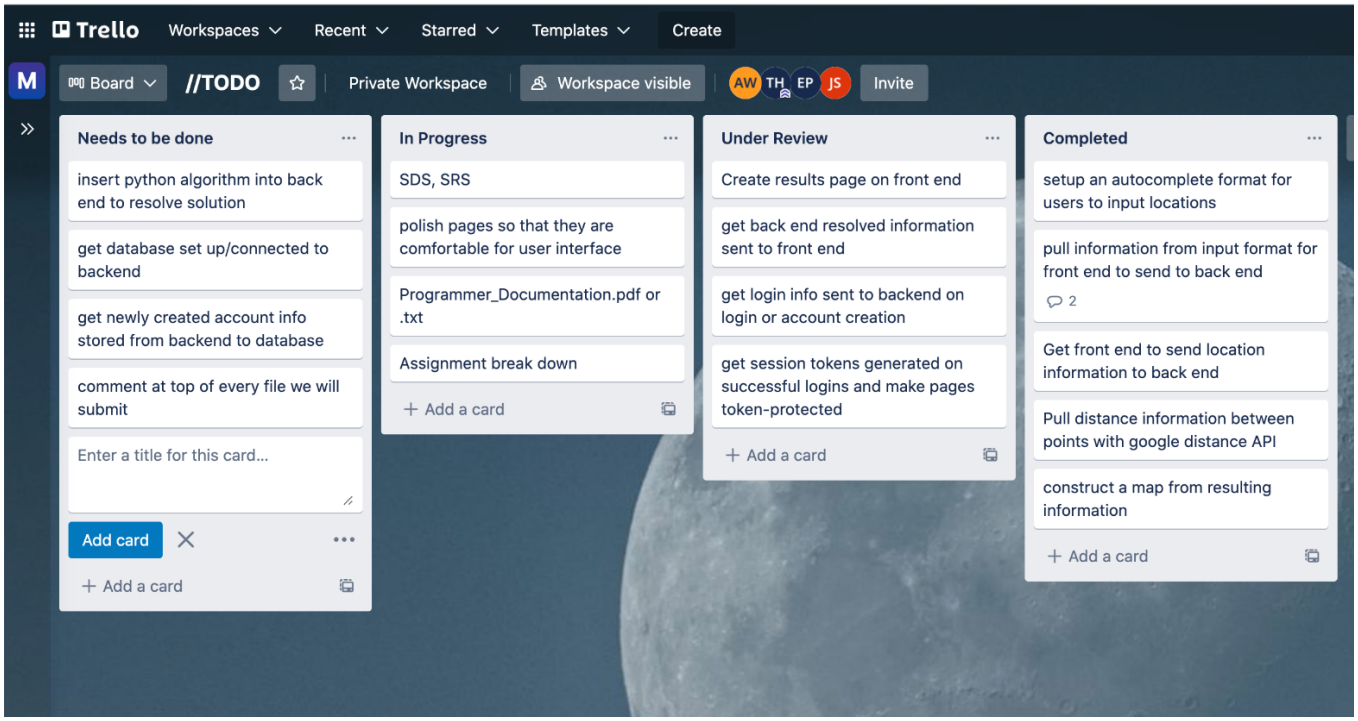

# Project Timeline

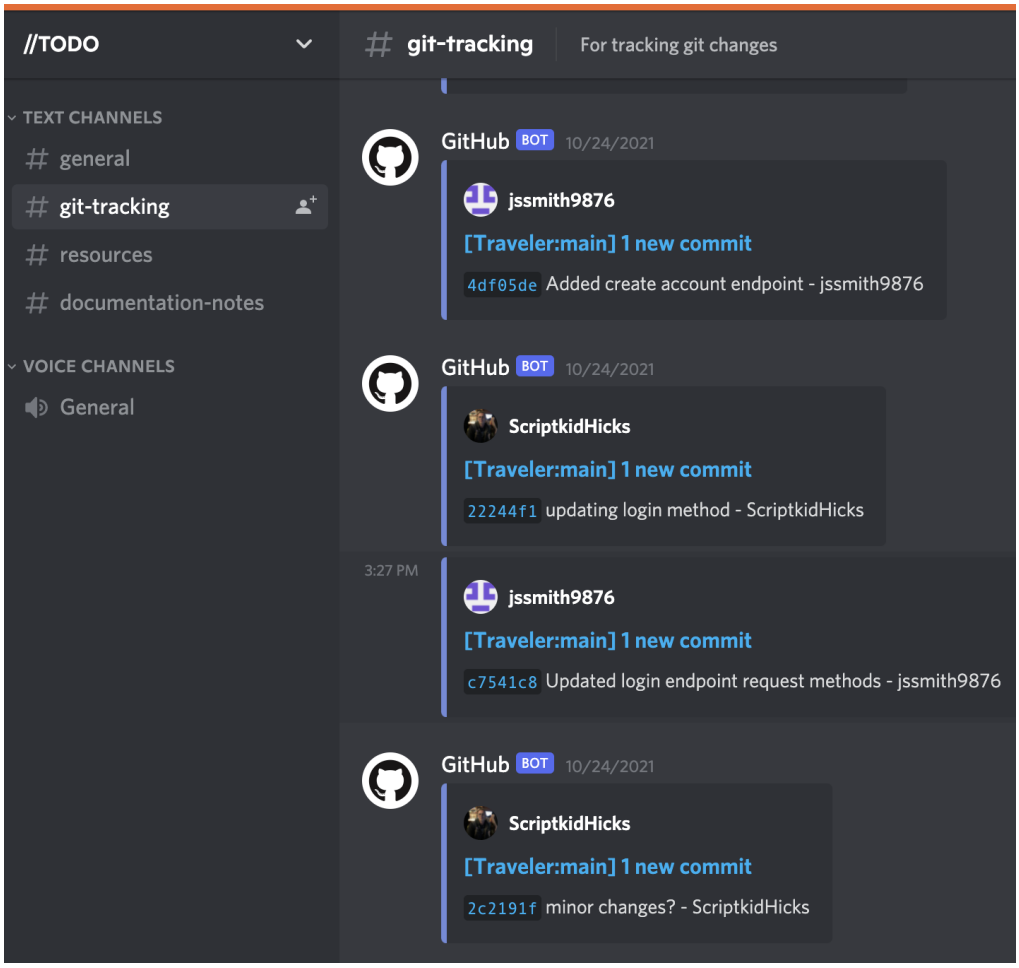
# Building Plan

Team members were assigned to modules, and completed their module tasks within the week we planned to do them. Our first meeting was in person, where we briefly went over what we want the project to look like, what everyones strong suits were and establishing roles. We also bounced ideas back and forth involving what language we were going to use to develop the front and back end as well as to what extent we were going to implement the google maps API. After that, we created a github and each of us had our own branch from which we worked on our own assigned part of the project. When we needed to test our module, we would merge to the main branch and test front and backend together. We frequently discussed our progress as well as worked out issues we faced during development over discord. Then, we planned that once we had the modules working together properly, we would work on continuously debugging and testing the program. We will discuss frequently where we are at with each of our components to ensure sufficient progress is being made. Our final stage will involve hosting the final product on digital ocean, making it an official website.

# Monitoring and Reporting:

The way we will be monitoring and reporting will be through discord and a project management tool: trello. On discord we will be keeping track of our github commits and we will also be consistently communicating over the chat channel. Our timeline and progress was tracked through trello.






# Rationale:

We broke our project up this way in order to ensure easy software development on our part and give the user a simple and intuitive website to use.